

or two, looking for them, and then quietly marched off after the others.

"Are their heads off?" shouted the Queen.

"Their heads are gone, if it please your Majesty!" the soldiers shouted in reply.

"That's right!" shouted the Queen. "Can you play croquet?"

The soldiers were silent, and looked at Alice, as the question was evidently meant for her.

"Yes!" shouted Alice.

"Come on, then!" roared the Queen, and Alice joined the procession, wondering very much what would happen next.

"It's—it's a very fine day!" said a timid voice at her side. She was

walking by the White Rabbit, who was peeping anxiously into her face.

"Very," said Alice. "Where's the Duchess?"

"Hush! Hush!" said the Rabbit in a low hurried tone. He looked anxiously over his



shoulder as he spoke, and then raised himself upon tiptoe, put his mouth close to her ear, and whispered "She's under sentence of execution."

"What for?" said Alice.

"Did you say 'What a pity!'" the Rabbit asked.

"No, I didn't," said Alice. "I don't think it's at all a pity. I said 'What for?'"

"She boxed the Queen's ears——" the Rabbit began. Alice gave a little scream of laughter. "Oh, hush!" the Rabbit whispered in a frightened tone. "The Queen will hear you! You see she came rather late, and the Queen said——"

"Get to your places!" shouted the Queen in a voice of thunder, and people began running about in all directions, tumbling up against each other: however, they got settled down in a minute or two, and the game began.

Alice thought she had never seen such a curious croquet-ground in her life: it was all ridges and furrows: the croquet balls were live hedgehogs, and the mallets live flamingoes, and the soldiers had to double themselves up and stand on their hands and feet, to make the arches.

The chief difficulty Alice found at first was in managing her flamingo: she succeeded in getting its body tucked away, comfortably enough, under

